

Claims:

1. **(Currently Amended)** A tangible computer-readable storage medium storing ~~instructions~~ a computer program for selecting a renderer, the ~~instructions~~ computer program operable when executed to:

receive a client identifier string that identifies a client;

compare the client identifier string with each of one or more client templates, each client template being associated with a renderer in a plurality of renderers;

generate a score for each comparison, the score reflecting the similarity between the client identifier string and the client template, wherein each score is generated by computing a number of matching characters in the client template divided by a number of characters in the client identifier string, wherein the score is one of at least three different possible scores, and

select, based on the highest generated score, a renderer from the plurality of renderers for use in communication with the client.

2-4. (Cancelled)

5. (Previously Presented) The storage medium of claim 1, wherein the renderer is selected based on the first generated score that meets or exceeds a minimum score.

6. (Previously Presented) The storage medium of claim 1, wherein the renderer is selected based on the first generated score that meets the maximum score.

7. (Previously Presented) The storage medium of claim 1, wherein the client identifier string is a user agent identifier that identifies a Web browser running on the client.

8. **(Currently Amended)** A computer implemented method for selecting a renderer, the method comprising:

receiving a client identifier string that identifies a client;

comparing the client identifier string with each of one or more client templates, each client template being associated with a renderer in a plurality of renderers;

generating a score for each comparison, the score reflecting the similarity between the client identifier string and the client template, wherein each score is generated by computing a number of matching characters in the client template divided by a number of characters in the client identifier string, wherein the score is one of at least three different possible scores, and

selecting, based on the highest generated score, a renderer from the plurality of renderers for use in communication with the client.

9-11. (Cancelled)

12. (Previously Presented) The method of claim 8, wherein the renderer is selected based on the first generated score that meets or exceeds a minimum score.

13. (Previously Presented) The method of claim 8, wherein the renderer is selected based on the first generated score that meets the maximum score.

14. (Previously Presented) The method of claim 8, wherein the client identifier string is a user agent identifier that identifies a Web browser running on the client.

15. **(Currently Amended)** An apparatus for selecting a renderer, the apparatus comprising:

means for receiving a client identifier string that identifies a client;

means for comparing the client identifier string with each of one or more client templates, each client template being associated with a renderer in a plurality of renderers;

means for generating a score for each comparison, the score reflecting the similarity between the client identifier string and the client template, wherein the means for generating each score includes means for generating each score by computing a number of matching characters in the client template divided by a number of characters in the client identifier string, wherein the score is one of at least three different possible scores; and

means for selecting, based on the highest generated score, a renderer from the plurality of renderers for use in communication with the client.

16-18. (Cancelled)

19. **(Previously Presented)** The apparatus of 15, wherein the renderer is selected based on the first generated score that meets or exceeds a minimum score.

20. **(Previously Presented)** The apparatus of 15, wherein the renderer is selected based on the first generated score that meets the maximum score.